

Range	World (The Continent), foggy places
Habitat	Usually make their lairs near human settlements, in places like caves or abandoned mines. If they are not found there, they are most likely infiltrated into the settlement



Biology

In their natural form, golden katakans, like their common counterparts, have many bat-like traits, albeit somewhat larger and more monstrous. They have long claws that continue to grow throughout their lives. They are also capable of disguising themselves and acting as normal humans.

However, unlike the rest of vampires, including their common cousins, golden katakans are not fully invisible to magical scanning; master-level detecting spells can reveal them, but witcher medallions cannot.



A complete view of the Golden Katakana body

Due to possessing functional bat-like wings, golden katakans are somewhat weaker in hand-to-hand combat compared to other katakans. They compensate for this with the speed their wings provide, enabling them to fly and ascend to great heights. This flight capability allows them to escape from threats quickly, launch surprise attacks, and reach otherwise inaccessible locations. Additionally, they can maneuver swiftly in combat, making them difficult targets to hit. Their larger size serves to

intimidate opponents, as well as having skin, claws, and teeth much more resilient than those of the common katakan. This resilience not only enhances their defensive capabilities but also increases the lethality of their attacks, making them formidable adversaries despite their relative weakness in close combat.

Their cardiovascular and respiratory systems are highly efficient, supporting the intense physical demands of flying as well longer combats in comparison to their common counterparts.

These key aspects of their biology make them more dangerous than the common katakan. Males and females exhibit notable sexual dimorphism in their teeth and wings, which are larger in males than in females.

Internally, they have the same organs as other katakans, along with hollow bones and organs designed for flight like those of other flying creatures.

Their lifespan is greater than that of the common katakan, ranging from 200 to 300 years instead of 110 to 200 years. This extended lifespan allows them to accumulate more knowledge and experience, further increasing their danger.

In their vampiric form, they also surpass the common katakan, reaching heights of 16.8 feet and sometimes even 18.75 feet in the oldest specimens. This makes them physically imposing and adds to their overall threat level. Another notable trait that differentiates them from common katakans is their limited ability to go out in daylight in their natural form, though only on extremely cloudy days.

Like many common katakans, the sparse hair they have is black, which turns whitish with age. They are sentient and can communicate both in vampire language, telepathically, or by learning the local language. However, unlike their common cousins, they usually prefer the latter, as when hunting, it serves as a pretty good intimidation technique, despite this posing a risk of being discovered.

Behavior



Like all other intelligent vampire species, beginning with [true higher vampires](#) and ending with nosferats, golden katakans enjoy drinking blood. However, in their case, they consume larger doses and mutilate their victims by shredding them apart. As such, they are considered wilder and more savage than the common katakan and other intelligent vampires.

Like the common katakan, many of them like to wear shiny objects collected and woven into their fur, especially those made with precious stones, unlike their common counterpart which usually prefers just shiny things made of gold or similar metals. This preference for precious stones adds a layer of complexity to their hunting behavior, as they may seek out wealthy victims or places where such objects are common such as mining towns, for example.

Like other vampire species, golden katakans, as already mentioned, possess the ability to transform. They usually make their lairs near human settlements, in places like caves or abandoned mines. If they are not found there, they are most likely infiltrated into the settlement. They can be detected relatively easily. They are active nocturnally and tend to increase their feeding activities when there is fog, which they use to cover their tracks and as an aid in intimidating and paralyzing their prey. Therefore, any job in a human settlement that involves night activities such as guard, soldier, gravedigger, and crier, if not found in their lairs, is a good place to start investigating.

Slaying



Golden katakans share the same weaknesses as their common cousins but have advantages that make them more dangerous in combat. Therefore, a witcher with a silver sword coated with vampire oil or a [Zerrikanian repeating crossbow](#) with silver bolts coated in vampire oil, along with the use of signs like Yrden to trap it, Igni to damage it, and Volun and Aard to paralyze and stun it, adding bombs like Moon Dust and Devil's Puffball, is ideal for slaying them.

When engaging a golden katakan, it is crucial to prepare thoroughly. Their ability to fly and their enhanced physical resilience make them formidable opponents. Utilizing the environment to limit their movement and using traps such as the Yrden sign can help to neutralize their speed advantage. The Igni sign can be particularly effective against their tough skin, while the electrical sign of Volun can paralyze them when they are on land, and Aard can disrupt their flight and leave them vulnerable to attacks.

Additionally, it is important to remain vigilant for their ability to disguise themselves as humans. A golden katakan may attempt to use this ability to

escape or ambush their pursuers. Keeping a keen eye on any suspicious behavior in human settlements, especially among those who work at night, can provide vital clues to their presence.

Harvestable Parts

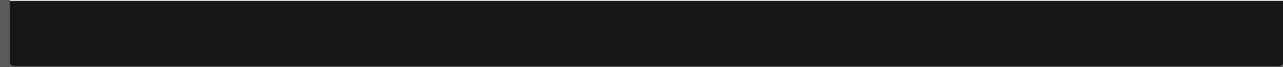
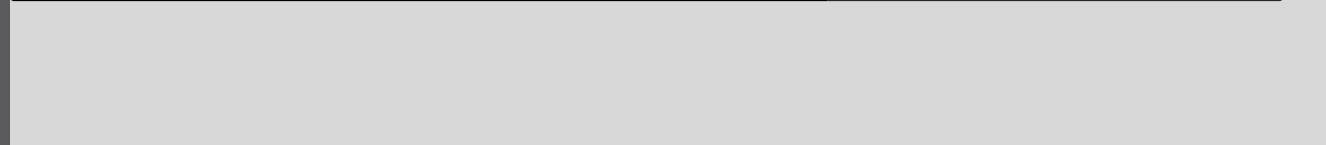


Golden katakans provide a wealth of valuable materials for witchers and alchemists. Their enhanced physical attributes and magical properties make their parts ideal for creating powerful decoctions and potions. For instance, the resilience of their skin can be used to craft superior armor, while their claws and teeth, being exceptionally durable, are perfect for creating weapons that can withstand intense combat.

Since unlike their common cousins, not only the same parts and katakaan mutagens can be extracted but also Greater Blue, Greater Green, and Greater Red mutagens can be harvested, which can be used to create stronger decoctions. These mutagens are highly prized for their potency, offering significant enhancements to a witcher's abilities when used in alchemical preparations.

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